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ABSTRACT

This document contains the materials required to play a gaming simulation titled "Night Rehearsal" that is designed to familiarize both nontraditional college students and college personnel with some of the challenges facing nontraditional students entering college. Presented first are a brief discussion of some of the barriers typically encountered by nontraditional students and five references on the topic. Next, an overview lists the rules of the simulation, which requires 2-3 hours and which is designed for 15-30 players. The remainder of the document contains the following materials about/for the simulation: conceptual frame, features relationship map, main characteristics representation grid, game materials list, background scenario, floor arrangement, rules and procedures, role play cards, forms, tests, chance cards, cumulative record, efficiency cards, name cards, diploma template, and answers to test questions. (MN)

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ED 388 855

Night Rehearsal

A gaming-simulation for nontraditional students entering college

By

Dr. James J. Kirk
Lynne D. Kirk

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Author

Dr. James J. Kirk Ed. D.
Associate Professor Human Resource Development
210 Killian
Western Carolina University
Cullowhee, NC 28723
(704) 227-7310
kirk@wcu.edu

Lynne D. Kirk
Free Lance Case Study Writer
Box 218
Webster, NC 28788
(704) 586-3638

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Abstract

Night Rehearsal is a fun, activity-filled, and non-threatening gaming-simulation designed to familiarize nontraditional college students with some of the challenges they will face in their new role as students (i.e., securing financial aid, negotiating bureaucratic red tape, performing academically, dealing with the school calendar, managing stress, keeping physically fit, addressing job demands, and meeting family responsibilities). The game contains a conceptual frame, short bibliography, game overview, rules and procedures, and complete set of game materials. Deriving its name from the fact that many nontraditional college students attend classes in the evening, *Night Rehearsal* can be used by counselors, pupil personnel specialists, and adult educators to smooth nontraditional students' entry into college.

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Introduction

Night Rehearsal is a fun, activity-filled, and nonthreatening gaming-simulation designed to familiarize nontraditional college students with some of the challenges they will face in their new role as students. In the past, college students were mostly white, middle-class, between the ages of 18 and 24, and fairly well prepared for college-level work. Many of today's students do not fit this profile.

Often referred to as "nontraditional students," today's college students tend to be female, 24 years of age or older, the head of a single parent family, and working an average of 29 hours per week at a part-time job. These students currently make up more than half of all undergraduate students in the United States. Furthermore, their numbers are expected to increase beyond the year 2,000.

As nontraditional students strive to earn a coveted college degree they often encounter a myriad of barriers and problems. Typical barriers include the red tape associated with entrance requirements: high tuition rates, inconvenient class locations and times, lack of child care, and time constraints. Furthermore, many college services provided traditional students are not available at times when nontraditional students might be able to participate. When they are able to participate they may find that such services are inappropriate for someone of their age and work experience. By playing the gaming-simulation, Night Rehearsal, both students and college personnel will become more aware of the challenges facing nontraditional students.

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NIGHT REHEARSAL

TOPIC

Challenges Of Attending College As An Adult

LEARNING OBJECTIVE

Participants will be able to identify some of the challenges faced by nontraditional college students.

NUMBER OF PARTICIPANTS

15-30 players

PLAYING TIME

2 1/2-3 hours

REQUIRED MATERIALS

Scenario, Room Set Up Chart, Rules & Procedures, Role Cards, Name Tags, Registrars Forms, Academic Tests, Chance Cards, Cumulative Record, Diplomas, and various props (see list in Chapter Nine)

TO PLAY

1 Set up gaming-simulation prior to the game (see Chapter Nine for setup information).
2 Discuss the concept of life-long education.
3 Go over purpose and objectives of the gaming-simulation.
4 Assign roles.
5 Pass out role playing materials (i.e., *Role Cards* and *Name Tags*).
6 Read and discuss the game's *Scenario*.
7 Pass out copies of *Room Setup Chart, Rules & Procedures, Cumulative Record,* and pencils.
8 Go over the rules and procedures of the game.
9 Play game according to the rules provided.
10 Pass out diplomas to students who have earned them. Recognize players graduating with honors (i.e., those with grade point averages of A or B).
11 Debrief players. Discuss with players some of the challenges they faced during the game. Ask them to tell how true-to-life they think these challenges might prove to be to them as college students. List on a flip chart some of ways the college is prepared to help students cope with their most pressing concerns. Break up into small groups and brainstorm strategies for dealing with challenges experienced during the game. Share some of the better ideas generated back in a large group.

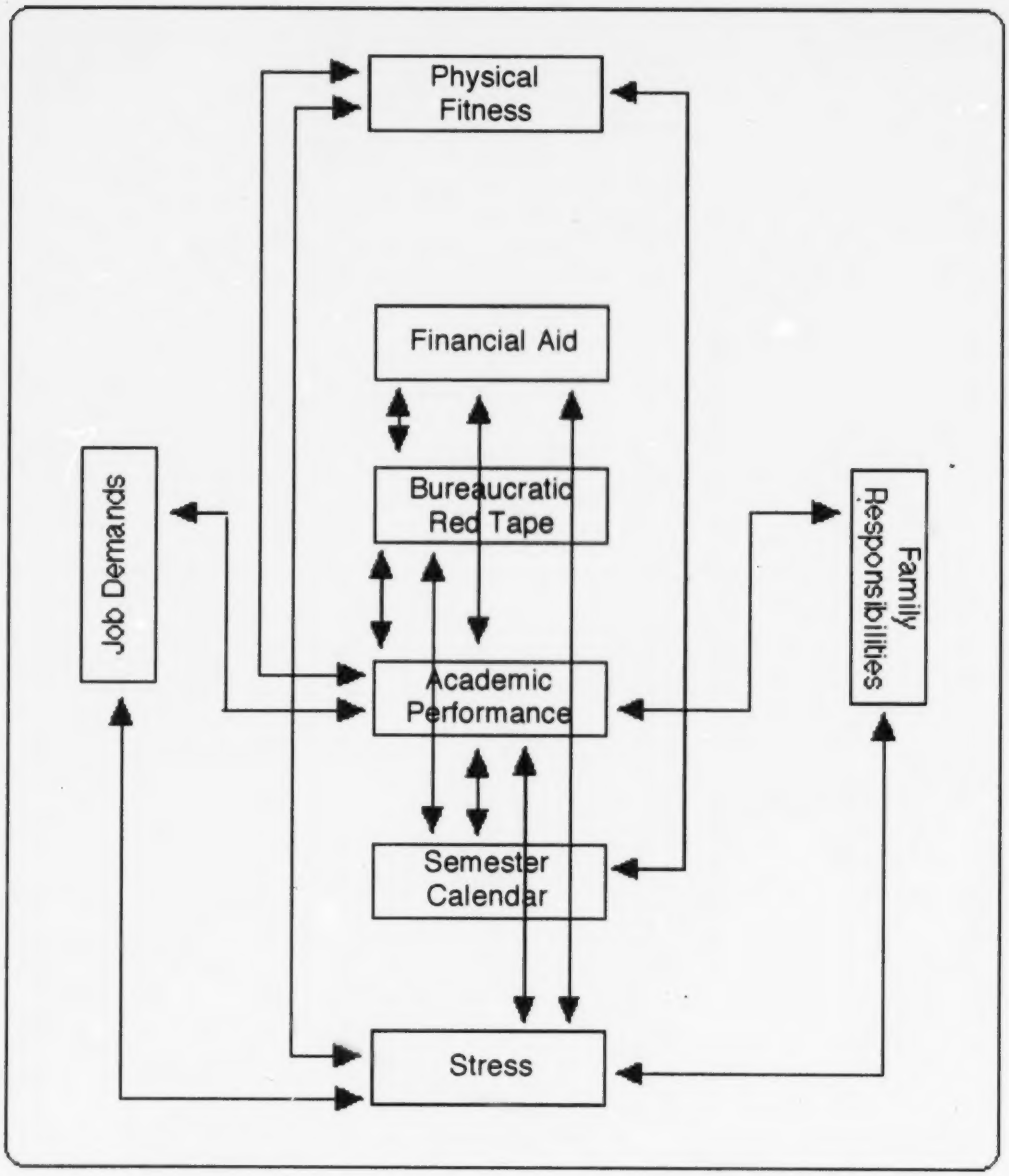
Conceptual Framework

The following two figures identify key elements of nontraditional colleeg life depicted in the simulation *Night Rehersal.* Careful examination of the Object's Feature Chart and Features Relationship Map should help the facilitator better visualize relationships between the model's features and external forces.

Object's Features Chart

Main Characters Students Administrators Professors	
Key Features	Related Elements
1 Financial Aid	1 & 2
2 Bureaucratic Red Tape	1 & 3
3 Academic Performance	1 & 5
4 Semester Calendar	2 & 3
5 Stress producing	2 & 4
	3 & 4
	3 & 5
External Forces	Related Elements
6 Physical Fitness	6 & 3
7 Job Demands	6 & 4
8 Family Responsibilities	6 & 5
	7 & 3
	7 & 5
	8 & 3
	8 & 5

Features Relationship Map



The

Main Characters Representation Grid

	Students	Administrators Financial Aid Officer Registrar Exercise Trainer Dean For External Affairs	Professors
Scenario	X		
Role Plays Cards	X	X	X
Rules & Procedures	X	X	X

Main Elements Representation Grid

	Financial Aid	Bureaucratic Red Tape	Academic Performance	Physical Fitness
Rolling Of Die	X			
Forms To Be Completed		X		
Tests To Be Taken			X	
Physical Exercise				X
Rules & Procedures	X	X	X	X
Accounting System	X	X	X	X

	Job Demands	Family Responsibilities	Stress	Academic Calendar
Job Demands Chance Cards	X		X	
Family Responsibilities Chance Cards		X	X	
Rolling Of Die			X	
Forms To Be Completed			X	
Tests To Be Taken			X	

	Job Demands	Family Responsibilities	Stress	Academic Calendar
Physical Exercise			X	
Rigid Time Requirements			X	
Eight Rounds (Semesters)				X
Rules & Procedures	X	X		X
Accounting System				X

	Financial Aid & Bureaucratic Red Tape	Financial Aid & Academic Performance	Financial Aid & Stress	Bureaucratic Red Tape & Academic Performance
Rules & Procedures	Students must role a die until the total equals 16. They cannot go to the next station (Registrar) until financial aid has been secured at station one.	Students must secure financial aid in order to reach the testing station. Extra time spent getting financial aid leaves less time for taking the important academic tests.	Students must secure financial aid before going to other stations. Time wasted here can jeopardize their performance at other stations and cost them their degrees.	Students must complete required forms in triplicate at Station Two (Registrar) before taking academic tests at Station Three.

	Bureaucratic Red Tape & Semester Calendar	Academic Performance & Semester Calendar	Academic Performance & Stress	Physical Fitness & Academic Performance
Rules & Procedures	Each round players must complete a different form in triplicate at Station Two (Registrar).	Students must earn 16 credits and maintain a 2.0 GPA or better each round (i.e., semester) to earn a bachelors degree.	Students must earn 128 credits and maintain a 2.0 GPA or better to earn a bachelors degree. Sixty-four credits are required for an associate degree. Credits are earned by successfully passing tests at Station Three.	Students must successfully complete a physical exercise each round in order to play in the next round. Having to sit out a semester denies a student the opportunity to earn college credits for that round.

	Physical Fitness & Semester Calendar	Physical Fitness & Stress	Job Demands & Academic Performance	Job Demands & Stress
Rules & Procedures	Students must perform physical exercises each round (semester).	Each time students successfully complete an exercise in 30 seconds they are handed an *Efficiency Card* entitling them to one extra minute of time. They may use their *Efficiency Cards* in future rounds at the Certification Desk to secure additional playing time.	Each round students must draw either a *Work Demands* or *Family Responsibilities Card* at Station Four (Home & Work). The type of card drawn is of their choosing. However, they must act out whatever is on the card before completing the round. Failure to complete the round on time can cause players to lose credits earned at the Testing Station.	The requirement to act out selected job demands in order to receive credits earned at the Testing Station places the earning of their bachelor's degree at risk.

	Family Responsibilities & Academic Performance	Family Responsibilities & Stress
Rules & Procedures	Each round students must draw either a *Work Demands* or *Family Responsibilities Card* at Station Four (Home & Work). The type of card drawn is of their choosing. However, they must act out whatever is on the card before completing the round. Failure to complete the round on time can cause players to lose credits earned at the Testing Station.	The requirement to act out selected family responsibilities in order to receive credits earned at the Testing Station places the earning of their bachelors degree at risk.

Game Materials

Materials Creation Worksheet For Night Rehearsal

Game Item	Materials Needed	Order In Which To Create	Persons Creating
Scenario	paper	1	Shila
Room Set Up Chart	paper	2	Faye
Rules & Procedures	paper	3	Gretchen
Role Play Cards	card stock paper	4	Andy
Registrars Forms	paper	5	Gerri
Academic Tests	paper	6	Fred
Chance Cards	card stock paper	7	Rasheid
Cumulative Record	paper	8	Mary
Diplomas	paper	9	Jeannie
List of Game Materials	paper	11	Brandon
Debriefing Questions	paper	12	Matthew
Facilitators Manual	paper	13	Lynne

Other Items To Be Collected

Pens or pencils for all players
5 small tables (one at each station)
1 large table or desk (Certification Desk)
Six die for Station 1
25 folding chairs (1 at Station 1& Certification Desk; 6 at Stations 2, 3, 4, & 5)
Name tags (Containing role & player's name)
Wall clock
Timer
Any book (for Station 5)

Background Scenario For Night Rehersal

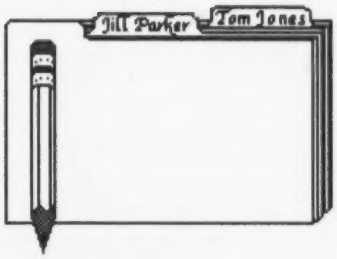
It is late August at *Nu Do U*, a small state university with approximately 6,000 students. The school's evening college for nontraditional students has gained recognition across the nation for the high quality of its instruction. On weekday evenings Monday through Thursday more than 2,000 adult students work toward earning degrees in 17 different programs.

Today you begin your first day of life as a college student. You feel privledged to be able to return to school after all these years. You also feel very anxious. You wonder if you can make the grade. You worry about keeping the quality of your work up at your place of employment while also doing well in college. You hope that other family members will understand what you are undertaking and will be willing to share more of the responsibilities around the house.

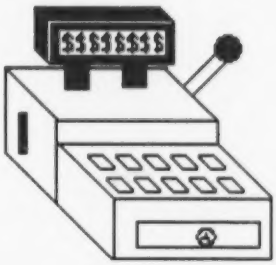
As you sit in a large room on the second day of your orientation to *Nu Do U*, the Dean of Students explains that you are about to take part in an exciting gaming-simulation called *Night Rehearsal*. She explains that the purpose of the game is to expose nontraditional college students to some of the challenges and frustrations of attending college as a adult. She goes on to tell students that by playing the game they will be better able to anticipate, talk to others about, find humor in, and cope with some of challenges they will be facing as students.

Before leaving the room the Dean introduces the group to _____, the persons who will be facilitating the gaming-simulation.

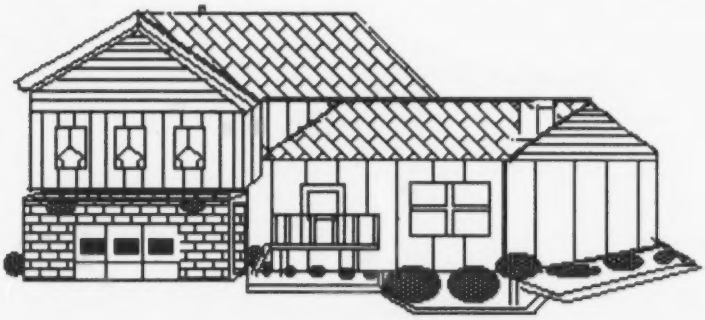
Floor Arrangement For Night Rehearsal



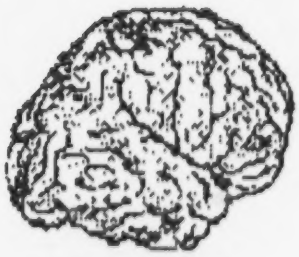
STATION #2
REGISTRAR



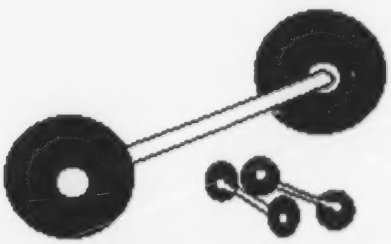
STATION #1
FINANCIAL



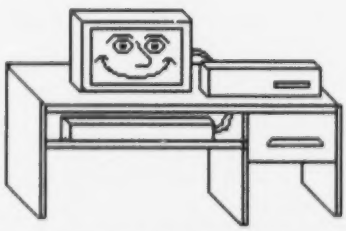
STATION #5
HOME & WORK



STATION #3
TESTING



STATION #4
EXERCISE



CERTIFICATION DESK

Rules & Procedures For Night Rehearsal

Rules And Procedures

1. A student attempts to earn a bachelor's degree by accumulating 128 semester-hour credits. A person earning at least 64 semester hours earns an associate degree.
2. A student can earn 16 semester-hour credits each round of play (one round equals one semester) by successfully passing through 5 stations (i.e., Financial Aid, Registrar, Testing, Exercise, and Home & Work) in their designated sequence.
3. A student must complete the required tasks at one station and have the person in charge of the station (e.g., Financial Aid Officer, Registrar, Professor, Exercise Trainer, and Dean of External Affairs) to initial her/his Cumulative Record before proceeding on to the next station.
4. A student has 8 rounds (semesters) in which to earn her/his 128 credits.
5. A student has 15 minutes to complete each round (semester).
6. A student begins play by taking her/his Cumulative Record and a pencil to the Financial Aid Station and rolling one die until the total of the rolls equals 16 (i.e., the number of semester-hours enrolled in). After the Financial Aid Officer signs her/his Cumulative Record to indicate that she/he now has the money to go to school this semester, she/he may pass to Station Two, the Registrar.
7. A student must go to the Registrar at Station Two to complete a important form in triplicate. The form might be an Application For Admission, an Application For a Parking Sticker, an Application For a Library Card, an Application To Drop a Course, an Application To Add a Course, an Application To Take an Overload, an Application To Graduate, or a Cap & Gown Order. After completing the appropriate form for that round and having the Registrar initial its completion on her/his Cumulative Record, a student passes on to Station Three.
8. At the Testing Station, a student completes a different academic test each round. Tests include a five item quiz on such topics as American History, American Literature, Health & Nutrition, Mathematics, Politics, Pop Culture, Science, and World Geography. Five correct answers earn a student an A, 4 earn a B, 3 earn a C, and 2 earn a D. One or 0 correct answers on a test earns a failing grade and results in no credit being awarded for that round. A grade of D or below places a student on "academic probation." A student earning D's and/or F's for two consecutive rounds must sit out for one semester. A student who has a B average or above (i.e., 3.0 - 4.0) at the end of the game graduates with honors. The professor records each test grade and her/his initials on a student's Cumulative Record and directs the student on to the next station.

Rules & Procedures For Night Rehearsal (Continued)

Rules And Procedures

9. At the Exercise Station a student draws an Exercise Chance Card and proceeds to do the exercise appearing on the card. If completed within 30 seconds, the Trainer hands her/him an Efficiency Card. Any number of Efficiency Cards can be turned in at the end of any round. Each card entitles the player to an extra minute of playing time. Failure to complete the drawn exercise renders an individual physically unable to attend school next semester (i.e., participate in the next round of play). The Trainer must certify on a student's Cumulative Record that she/he has successfully completed the drawn exercise.
10. At the Home & Work Station a student draws either a Work Demand or Family Responsibilities Chance Card. Upon observing a student meeting the work demand or family responsibility designated on her/his chance card, the Dean of External Affairs initials her/his Cumulative Record.
11. The Assistant Facilitator assists at the respective five stations as necessary. Upon the completion of each round of play the Assistant Facilitator (sitting at the Certification Desk) checks each student's Cumulative Record. She/he records the number of credits and the student's GPA for that round. The Assistant Facilitator also indicates whether the student is or is not on academic probation. If the student has not been on probation for two consecutive rounds (i.e., made D's and/or F's on her/his academic tests) or failed to complete the physical exercise required for that round, the Assistant Facilitator grants her/him permission to play in the next round.
12. Each of the 8 rounds are played the same as the first.
13. At the end of 8 rounds of play, the Assistant Facilitator adds each student's credits and computes her/his GPA for the entire 8 rounds. She/He awards students with 128 semester hours bachelors degrees and those with at least 64 semester hours Associate degrees. She/he recognizes students graduating with honors (i.e., those with a GPA of 3 or better for the eight rounds) upon handing students their diplomas.
14. Students earning bachelor degrees are considered first place winners and those earning associate degrees are considered second place winners.
15. Once all of the cards in a chance card pile have been used they are reshuffled and used over again.

Variation: When time does not permit 8 rounds of play, the game may be played for 4 rounds with students only working for associate degrees.

Role Play Cards For Night Rehearsal

Financial Aid Officer

The Financial Aid Officer oversees the Financial Aid Station. Each student must stop at this station to secure needed financial resources to attend college. Resources are obtained by a continuous roll of one die until the total of the rolls add up to at least 16 (i.e., number of semester hours students must earn each round to graduate in 8 semesters). The Financial Aid Officer writes her/his initials on a student's Cumulative Record each round to certify that the player has earned enough money to attend school.

Registrar

The Registrar oversees the Registrar Station and carries on the fine bureaucratic tradition of amassing mounds of paperwork. The Registrar provides a student a different form to be completed in triplicate each round. The Registrar must sign a student's *Cumulative Record* to indicate that the student has properly complied with all university red tape. This being the case, a student is granted permission to attend classes.

Professor

The professor has the responsibility of seeing to it that all students "know their stuff." She/He administers and grades a different test for each round of play. Five correct answers earn a student an A, 4 earn a B, 3 earn a C, and 2 earn a D. One or 0 correct answers on a test earns a failing grade and results in no credit being awarded for that round. A grade of D places a student on "academic probation." A student earning D's and/or F's for two consecutive rounds must sit out for one semester. A student who has a B average or above (i.e., 3.0-4.0) at the end of the game graduates with honors. The Professor records each student's test score on her/his *Cumulative Record.* She/He must also initial the record to signify its correctness.

Exercise Trainer

The Exercise Trainer supervises the Exercise Station. Each round a student selects an *Exercise Chance Card* from a draw pile at the Exercise Station. The trainer observes a player exercising to vouch that she/he has properly completed the physical exercises she/he has drawn. If a player completes an exercise in less than 30 seconds the Trainer hands her/him an *Efficiency Card.* The Trainer must also indicate on a student's *Cumulative Record* whether or not a student completed her/his exercise. This must be accompanied by the Trainer's initials.

Dean Of External Affairs

The Dean for External Affairs is in charge of the Home & Work Station. Upon arriving at the Home & Work Station each student must draw either a *Work Demand Chance Card* or a *Family Responsibilities Chance Card.* After a student does what the card directs her/him to do, the Dean For External Affairs signs off on the student's *Cumulative Record.*

Assistant Facilitator

An Assistant Facilitator calls beginning and ending times for each round and fills in at other stations as necessary. At the end of each round she/he records the number of credits, a student's GPA, and whether the student is on probation on her/his Cumulative Record. Unless a student has earned D's and/or F's for two consecutive rounds or was unable to pass through all five stations during the 15 minutes allotted for the round, the Assistant Facilitator grants permission to play the next round.

At the end of the game the Assistant Facilitator hands out diplomas to eligible students and recognizes those students who are graduating with honors.

Registrar's Forms For Night Rehearsal

Can Do U

Application For Admission
(To be completed during round one)

Name

_____

Home Address

_____

_____

Soc. Sec. Number

_____

H. Phone _____

W. Phone _____

Intended Major

_____

High School Attended

_____

Address Of School

_____

_____

Years Attended _____ to _____

GPA _____

Special Honors

_____

_____

_____

Can Do U

Application For Parking Sticker
(To be completed during round two)

Name

_____

Home Address

_____

_____

Soc. Sec. Number

_____

H. Phone _____

W. Phone _____

Intended Major

_____

Make of Car _____

Model of Car _____

Year of Car _____

Color of Car _____

Registration Number of Car _____

Tag Number on Car _____

Other Distinguishing Features

_____

_____

_____

_____

Can Do U

Application For Library Card

(To be completed during round three)

Name

_____

Home Address

_____

_____

Soc. Sec. Number

_____

H. Phone _____

W. Phone _____

Intended Major

_____

Class Rank _____

Advisor _____

Planned Research

_____

_____

_____

Services Sought (√)

☐ Book Checkout

☐ Study carrel

☐ Copy Machine Account

Can Do U

Application To Drop Course

(To be completed during round four)

Name

_____

Home Address

_____

_____

Soc. Sec. Number

_____

H. Phone _____

W. Phone _____

Intended Major

_____

Class Rank _____

Advisor _____

Title of Course

_____

Course Number _____

Reason For Dropping

_____

_____

_____

_____

_____

Can Do U

Application To Add Course
(To be completed during round five)

Name

_____

Home Address

_____

_____

Soc. Sec. Number

_____

H. Phone _____

W. Phone _____

Intended Major

_____

Class Rank _____

Advisor _____

Title of Course

_____

Course Number _____

Reason For Adding

_____

_____

_____

_____

_____

Can Do U

Application To Take Overload

(To be completed during round six)

Name

_____

Home Address

_____

_____

Soc. Sec. Number

_____

H. Phone _____

W. Phone _____

Intended Major

_____

Class Rank _____

Advisor _____

Number of Hrs. Currently Taking _____

Number of Hrs. Desire To Take _____

Reason For Taking Overload

_____

_____

_____

_____

_____

_____

Can Do U

Application To Graduate

(To be completed during round seven)

Name

_____

Home Address

_____

_____

Soc. Sec. Number

_____

H. Phone _____

W. Phone _____

Major

_____

Plan To Graduate (√)

☐ December

☐ May

☐ August

Prefixes & Names Courses Yet To Completed Prior To Graduation

_____ _____

_____ _____

_____ _____

_____ _____

Must Take Comprehensive Exam (√)

☐ Yes
☐ No

Can Do U

Cap & Gown Order
(To be completed during round eight)

Name

_____

Home Address

_____

_____

Soc. Sec. Number

_____

H. Phone _____

W. Phone _____

Major

_____

Height _____ Weight _____

Cap Size _____ Shoe Size _____

Sex (√) ☐ Female ☐ Male

Plan To Graduate (√)

☐ December

☐ May

☐ August

Special Honors

_____

_____

_____

Night Rehearsal Tests

Can Do U

Semester #1
American History

1 The Trail of Tears is associated with what American Indian tribe?
   A. Cherokee
   B. Seminole
   C. Atlanta Braves
2 What was the biggest battle fought on American soil (Civil War)?
   A. Roe vs. Wade
   B. Gettysburg
   C. Vicksburg
3 Who was the "New Deal" president?
   A. Franklin Roosevelt
   B. Lyndon Johnson
   C. Ross Pierot
4 What was the first English colony founded in the "New World?"
   A. Jamestown, Virginia
   B. Williamsburg, Virginia
   C. Manhattan, New York
5 What famous American made a great discovery using a key and a kite during a storm?
   A. Henry Ford
   B. Benjamin Franklin
   C. Dan Quayle

Can Do U

Semester #2
American Lit.

1 A child could tell you the subject of Joyce Kilmer's famous poem is what?
   A. Swings
   B. Trees
   C. The Mario Brothers
2 Mark Twain wrote of Tom Sawyer and which of his unfortunate friends?
   A. Huck Finn
   B. Paul Revere
   C. Benny Biggs
3 Poor Richard's Almanac was created by who?
   A. Thomas Jefferson
   B. Dick Clark
   C. Benjamin Franklin
4 Pearl Buck's <u>The Good Earth</u> was set where?
   A. Australia
   B. China
   C. A Wisconsin dairy farm
5 What is Harper Lee's one Pulitzer Prize winning novel?
   A. <u>Our Town</u>
   B. <u>To Kill A Mockingbird</u>
   C. <u>My Life With Robert E.</u>

Can Do U

Semester #3
Health & Nutrition

1 If you want to lose weight, what is most important to cut from your diet?
A. Bread
B. Pres. Bush says broccoli and I believe him
C. Fat

2 What is the #1 cause of death in the U.S.?
A. Cancer
B. Eating my mother-in-law's cooking
C. Cardiovascular disease

3 Lyme disease is caused by what?
A. The bite of an infected tick
B. The lack of Vitamin C
C. Eating a green apple with a worm in it

4 STD's are what?
A. Standard Temperature Deviations
B. Sexually Transmitted Diseases
C. Single Texture Dermatitis

5 Which is the most effective aerobic exercise?
A. Bowling
B. Running
C. Hot air ballooning

Can Do U

Semester #4
Mathematics

1 How many 6' tall people laid end to end would be needed to make up a mile long chain?
A. 5,280
B. 792 and one 5' person in worn out jogging shoes.
C. 880

2 In the equation $13x = 39$, x is equal to what?
A. 3
B. 1/3
C. If I knew, it wouldn't be x

3 If John bought a gross of pencils and gave one dozen to each of his seven children, how many would he have left?
A. 24 with and 12 without erasers
B. 60
C. 3 dozen

4 If you walked at a pace of one mile every fifteen minutes, how far would you have walked in two and one half hours?
A. 10 miles
B. 12 miles
C. 6 miles, I had to stop often.

5 If you made $10 per hour, but 5% went to health insurance, 20% went to taxes , and 10% went to social security, how much would you take home per hour?
A. More than I do now
B. $6.50
C. $4.75

Can Do U

Semester #5
Politics

1 The three branches of the U.S. government are what?
  A. They're all out on a limb if you ask me
  B. House, senate, and cabinet
  C. Judicial, Legislative, and Executive
2 "We the people of the United States" is the beginning of what famous document?
  A. Declaration of Independence
  B. Constitution
  C. A protest letter to the IRS
3 What does NATO stand for?
  A. North Atlantic Treaty Organization
  B. North American Trade Organization
  C. National Association of Tired Optimists
4 Margaret Thatcher was Prime Minister of what country?
  A. Great Britain
  B. Canada
  C. None, she was a character in a Twain novel
5 The Berlin Wall was built where?
  A. Germany
  B. China
  C. Around a nudist camp in Indiana

Can Do U

Semester #6
Pop Culture

1 What artist is famous for his paintings of soup cans?
  A. Rockwell
  B. Warhol
  C. Archie Campbell
2 What is MTV?
  A. Music television
  B. Media & technical visuals
  C. Mutant Turtle virus
3 Which of the following was on the Super Bowl winning team in 1986 under Mike Ditka?
  A. Refrigerator Perry
  B. Joe Montana
  C. Willard Scott
4 What famous rock singer appeared on a postage stamp in January 1993?
  A. Buddy Holly
  B. Brahams
  C. Elvis Presley
5 What is "rap?"
  A. What you do to a gift
  B. A type of music
  C. The end of a newscast

Can Do U

Semester #7
Science

1 At what temperature does water boil at sea level?
A. 212°F
B. My watched pot never boils
C. 225°F

2 Newton's third law of motion states what?
A. What goes up must come down
B. The speed of the checkout line is proportionate to the hurry you're in
C. For every action, there is an equal and opposite reaction.

3 What is the largest planet in our solar system?
A. Jupiter
B. Mars
C. Redwood tree You did say plant didn't you?

4 The age of a tree can be determined by what?
A. The circumference of the trunk
B. The number of rings in its trunk
C. The date of the oldest heart and initials carved in the trunk

5 A tick is what kind of insect?
A. Arachnid
B. Blood sucking little mammal
C. Anthropod

Can Do U

Semester #8
World Geography

1 The Andes can be found where?
A. Europe
B. South America
C. Your grocer's candy section

2 What is Guinea?
A. A Pacific island
B. A small African country
C. What the British royal family pays in taxes

3 The island at the "toe" of the Italy is what?
A. Sicily
B. Crete
C. A corn

4 Tasmania is an island state of what country?
A. Portugal
B. It's actually a Mexican city
C. Australia

5 The Thames runs through what European capital?
A. London
B. Paris
C. Venice

Exercise Chance Cards For Night Rehearsal

Place your right hand on your lap and lift the tip of your index finger two inches into the air. Repeat 60 times.

Sit on a chair and draw a circle pattern in the air with the tip of your shoe. Repeat 50 times.

Bend your head and touch your chin to the upper part of your chest 50 times.

Stretch the muscles of your face into a grimace for a total of 60 grimaces.

Starting with your right arm extended out to the side, touch the end of your nose with your index finger 50 times.

Wink your left eye 60 times.

While sitting in a chair sway from side to side 60 times.

Starting with your arm laying in your lap, pretend to lift a glass to your lips and then put it down again. Repeat 50 times.

Pucker up your lips and make a kissing sound into the air. Do this 60 times.

Tap your toe as if in time to your favorite song. Do this for 60 beats.

Gently pat your tummy 60 times.

On your lap, draw a square pattern with your finger. You are finished when you have completed 60 squares.

Bat (flirtatiously blink) your eyes 60 times.

Take a deep breath and slowly let it out. Do this 30 times.

Take off your left shoe and stretch your toes 30 times. Replace your shoe.

Wrinkle your nose (as if smelling something nasty) 60 times.

Starting with the fingers straight on your right hand, bend each finger separately to touch your palm. Repeat this with your left hand for a total of 5 complete cycles for each hand.

Puff out your cheeks by filling them with air and then blow the air out. Repeat 30 times.

While sitting on a chair, alternately lift each foot off the floor. Each foot should be lifted 30 times.

Pat yourself on the shoulder, using your right hand for your left shoulder and your left hand for your right shoulder. Do 30 pats per shoulder.

Work Demands Chance Cards For Night Rehearsal

The entire computer system in your office has shut down and you have to wait for a technician to come and fix it. Walk back and forth across the room three times.

The boss has hired two people to help you, but you must first train them from point zero. Sit and twiddle your thumbs for one minute.

The fire alarm in your office building in malfunctioning but for safety reasons, all people must evacuate the building as it goes off again. Leave the room for one minute.

The work has piled up and you have to work late again. Write "Honey, I'll be late again" on a piece of paper ten times.

Five people in your department are out sick today and you must do part of their work as well as your own. Act out hammering nails for 30 seconds and painting a wall for 30 seconds.

The supply house from where you get special order office supplies burned down just before they shipped your rush order. For one minute pretend to use to phone to find another supplier.

One of your most valued customers decides you are the person in whom to confide the intimate details of her/his recent surgery, taking almost an hour of your time. Nod your head for one full minute.

At closing time, you don't have as much money in your cash drawer as you should have and must find the error. In your head, count to $1,000 by 10 (dollar bills).

The boss calls you at 7 a.m. to come to work right away because the business was burglarized over night and he needs a quick inventory before opening at 9:30 a.m. For one minute walk around the room pretending to take notes.

During your recent out-of-town business trip, the department "airhead" handled some of your work and left it in a mess. Sit with your head in your hands for 60 seconds.

A heavy crate falls on your foot at work, leaving you with bruised toes and a hard time getting around to do your work. Limp around the room twice.

You have a new boss and she/he wants the way almost everything is done changed. Change the position of a light-weight chair by moving it to six different locations in the room.

The night cleaning lady accidentally spilled water on the stack of reports you prepared to hand out at a conference this morning. For one minute act out tapping your fingers while the computer printer is slowly spitting out replacements.

Two employees under your supervision are having a major personality conflict and you must take the time to mediate. Write down five ways to solve the problem.

Although you have had formal training in a particular procedure, the top brass insists that all employees in your position must attend a two day seminar on the topic. Stare at the ceiling for one full minute.

The van you drive as a delivery person has broken down again and you must transfer all your packages to a replacement van. Move a pencil back and forth between two locations 10 feet apart, 5 times.

You have planned to run some errands during your lunch hour, but at the last minute the boss asks you to take the company's most obnoxious client to lunch. Using your fingers as markers, count to 100.

The foreign business delegation you were expecting to arrive at the end of the week is coming tomorrow and you still have a lot of preparations left to take care of. Walk in place for 60 seconds.

Your supervisor has repeatedly stressed the necessity of having a joint project ready today. You have your part done, but she/he is not finished. Tap your foot for one minute.

A large protest group is picketing another company in the same building where you work, making it extremely difficult to get to your office. Tiptoe around the room twice.

Family Responsibilities Chance Cards For Night Rehearsal

Your teenager has been involved in a fender bender and you need to leave work to deal with the situation. On a piece of paper, write down your name, address, phone number, driver's license number, insurance company and the name of your repair shop.

Your mother-in-law has been arrested for shoplifting and you must go to the police station to arrange bail. Go to the other side of the room and count to 100.

Your child's teacher has requested an after school conference with you. Sit in a chair doing nothing but listening to the noises around you for one minute.

An important meeting of a civic group you belong to is this evening. Hum the national anthem.

Your dog has gotten loose and you need to find it. Walk around the room looking everywhere for him.

Your child needs help with her/his homework. Sit in a chair and go through all the multiplication tables (1x1-10x10) in your head.

Your young child needs help selling candy for a school fundraiser. Go around the room asking six people the names of their favorite candy bars.

Your insurance agent has found an error in your recent claim report and is coming over tonight to discuss it. Read one full page in a book.

Your spouse must go to a business dinner and her/his boss has requested that spouses come also. Sit in a chair and pretend to listen to a very boring speech.

Thanks to your cat, fleas are using your living room carpet as a breeding ground. Go around the room, pretending to "de-flea" the entire room.

Your three-year-old has finger-painted a lovely picture the full length of your living room wall. Pretend to wash it off as you encounter some "tough" spots.

Your spouse's birthday is tomorrow and what she/he wants has been very difficult to find. Pretend to wrap a very bulky and awkward gift in paper without benefit of a box.

Your child is in charge of bringing cupcakes for the class party at school. Pretend to decorate a dozen cupcakes.

Your sister-in-law is having marital problems and calls you at least three times an evening. On a piece of paper, write down three good pieces of advice you could give her.

The electricity has been out in your house for over an hour and you have to get ready for your night class. Pretend to get ready without the benefit of lights or electric grooming appliances.

You have been grossly overcharged on one of your monthly bills and while trying to clear up the matter by phone have constantly been put on hold. Draw a picture of what you think the person on the other end of the line looks like.

This must be the day for door-to-door salespeople, because you have just closed the door on the fourth one and can't get anything done at this rate. Write down six ways of telling the salesperson "no thanks, you're not interested."

Everyone in your family has the flu but you, so you must tend to the rest. Act out meeting the demands of all of the rest of the family at the same time.

Your spouse has to work late so you must pick up the kids from day care. Sit in a chair and pretend to drive through the city at rush hour (a 5 mile trip).

Unexpected out-of-town guests are coming for dinner and you have to pick up groceries after work. Go around the room pretending to push and fill up your shopping cart.

Can Do U

Cumulative Record

Student _____ Date _____

Semester	Financia l Aid	Registrar	Testing	Exercise	Home & Work	Credits GPA
Semester #1 Probation Y N?						
Semester #2 Probation Y N?						
Semester #3 Probation Y N?						
Semester #4 Probation Y N?						
Semester #5 Probation Y N?						
Semester #6 Probation Y N?						
Semester #7 Probation Y N?						
Semester #8 Probation Y N?						
Degree Earned _____						

Efficiency Cards For Night Rehearsal

This Efficiency Card entitles the bearer to an extra minute of play during any round of Night Rehearsal. Present it to the Assistant Facilitator at the end of any round.

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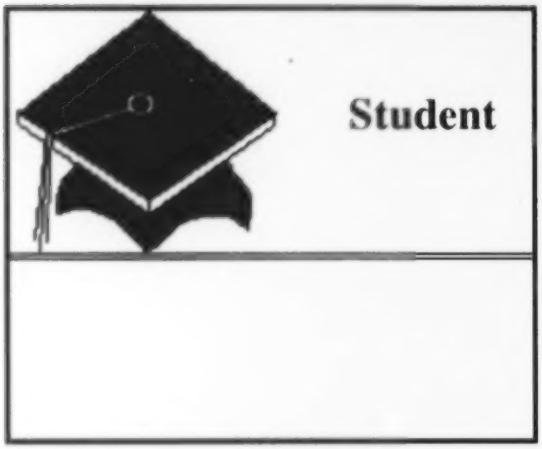
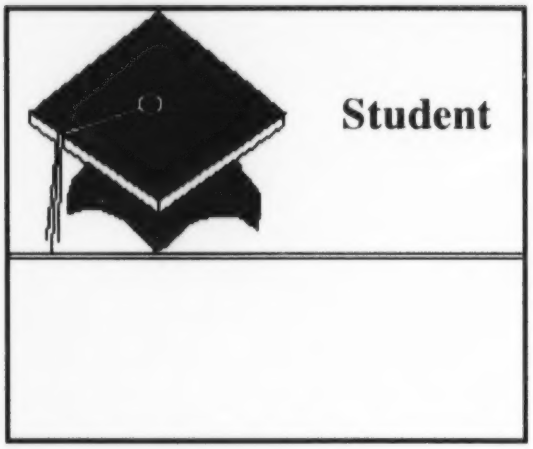
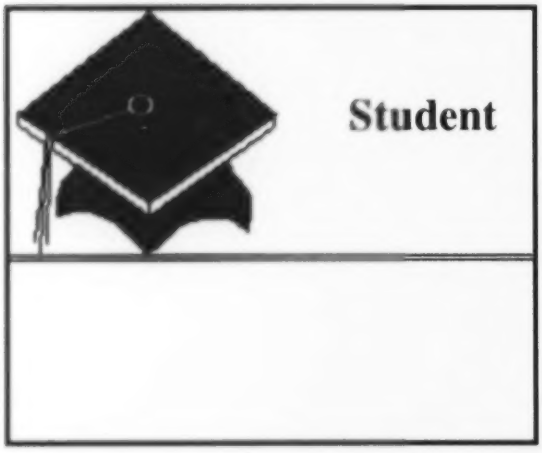
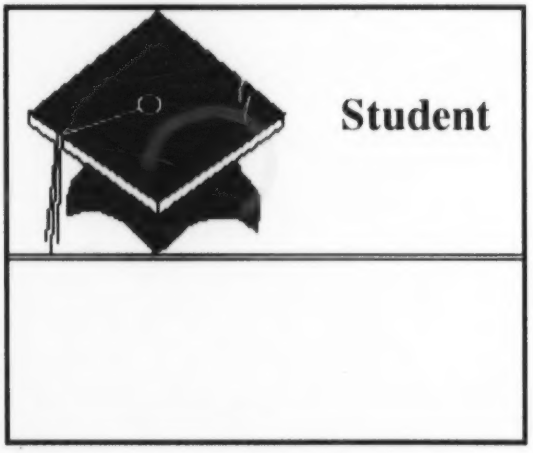
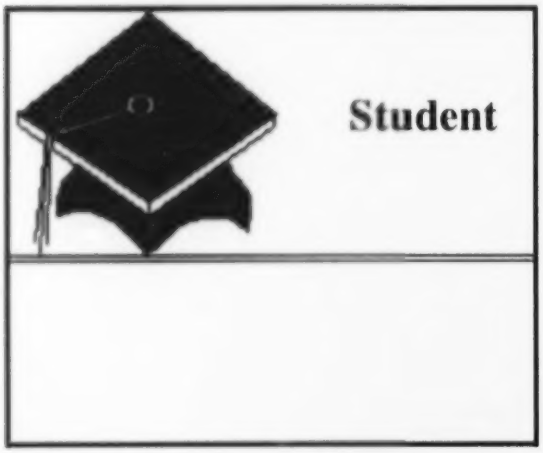
Name Cards For Night Rehearsal

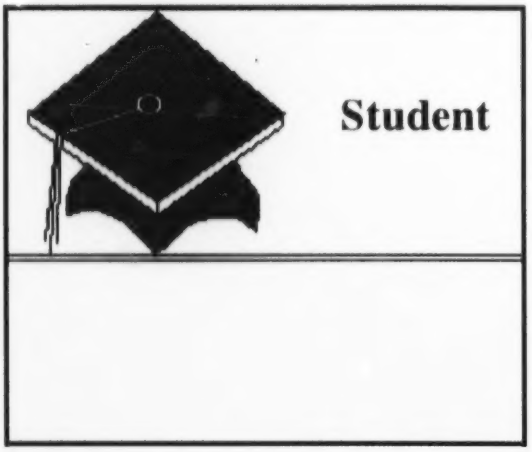


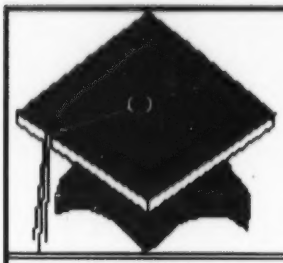




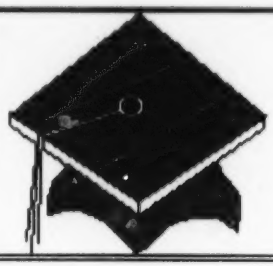




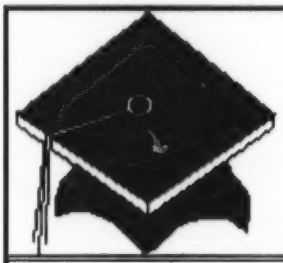




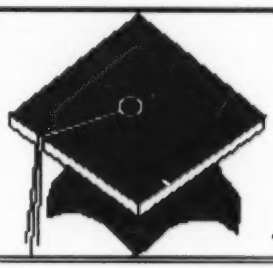
Financial Aid Officer



Registrar

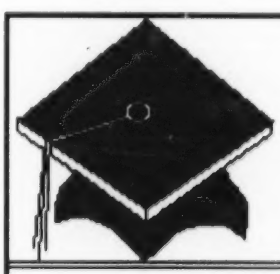


Professor



Exercise Trainer

Dean Of External Affairs



Assistant Facilitator

College Diploma Template For Night Rehearsal

Can Do U

This Certifies That

_____

having completed the course of study prescribed by the Board of Trustees of Can Do University is awarded a

_____

(name of degree)

and is therefore entitled to all of the privileges and considerations due the bearer of said college degree.

_____

Chancellor of Can Do University

_____

Date

Answers

Semester 1 American History	1. A, 2. B, 3. A, 4. A, 5. B
Semester 2 American Lit.	1. B, 2. A, 3. C, 4. B, 5. B
Semester 3 Health/Nutrition	1. C, 2. C, 3. A, 4. B, 5. B
Semester 4 Mathematics	1. C, 2. A, 3. B, 4. A, 5. B
Semester 5 Politics	1. C, 2. B, 3. A, 4. A. 5. A
Semester 6 Culture	1. B, 2. A, 3. A, 4. C, 5. B
Semester 7 Science	1. A, 2. C, 3. A, 4. B, 5. A
Semester 8 World Geography	1. B, 2. B, 3. A, 4. C, 5. A